First Android Project

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What is Gradle

- Gradle is a build system.
- Input source files (.java, .xml) - output Android Package(.apk)
- JVM based build system
- Plugin based System

First Android Application

- Android Project Files
  - .gradle
  - .idea
  - app
  - build
  - gradle
  - .gitignore
  - build.gradle
  - gradle.properties
  - gradlew
  - gradlew.bat
  - local.properties
  - .iml
  - settings.gradle

And there's more inside app...

- build
- libs
- src
  - androidTest
  - main/java/com.project.app
  - main/jni/
  - main/gen/
  - main/assets/
  - main/res/
    - anim | color | drawable | mipmap | layout | menu | raw | values | xml
- .gitignore
- app.iml
- **AndroidManifest.xml**
- build.gradle
- proguard-rules.pro

Activity and Layout XML

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What is an Activity

- Single, focused thing that the user can look at and interact with
- Activities in the system are managed as an activity stack
- An activity has essentially four states
  - Running
  - Paused
  - Stopped
  - Killed (non-existent state)

What is Layout XML

- A layout defines the visual structure for a user interface
- Create using two methods
    - Declare UI elements in XML
    - Instantiate layout elements at runtime

Little More

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Little more...

- R.java
- ViewGroups
- Units of measurement dp |sp
- Values folder - strings | styles | dimens | colors
- Rotation Support
- Creating your own icons and using in drawable folder - http://romannurik.github.io/AndroidAssetStudio/index.html

Let's Play

- A Toast App
- Edittext, Button and TextView
- Edittext, Button and TextView (No Layout file - Just JAVA)
- Seekbar and TextView
- ToggleButton
- Buttons and Images
- WebView